Genius
the Transgression

NAME:
PLAYER:
CHRONICLE:

VIRTUE:
VICE:
CONCEPT:

FOUNDATION:
CATALYST:
AESTHETIC:

ATTRIBUTES

POWER	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
FINESSE	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
RESISTANCE	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

SKILLS

MENTAL

Academics _____ OOOOO
Computer _____ OOOOO
Crafts _____ OOOOO
Investigation _____ OOOOO
Medicine _____ OOOOO
Occult _____ OOOOO
Politics _____ OOOOO
Science _____ OOOOO

PHYSICAL

Athletics _____ OOOOO
Brawl _____ OOOOO
Drive _____ OOOOO
Firearms _____ OOOOO
Larceny _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO
Weaponry _____ OOOOO

SOCIAL

Animal Ken _____ OOOOO
Empathy _____ OOOOO
Expression _____ OOOOO
Intimidation _____ OOOOO
Persuasion _____ OOOOO
Socialize _____ OOOOO
Streetwise _____ OOOOO
Subterfuge _____ OOOOO

OTHER TRAITS

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

AXIOMS

☐ Apokalypsi _____ OOOOO
☐ Automata _____ OOOOO
☐ Epikrato _____ OOOOO
☐ Exelixi _____ OOOOO
☐ Katastrofi _____ OOOOO
☐ Metaptropi _____ OOOOO
☐ Prostasia _____ OOOOO
☐ Skafoi _____ OOOOO

FLAWS

- _____
- _____
- _____

THESIS: _____
JABIR: _____
SOCIAL PENALTY: _____
UNMADA? _____

HEALTH

OOOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐☐

WILLPOWER

OOOOOOOOOO
☐☐☐☐☐☐☐☐☐☐

INSPIRATION

OOOOOOOOOO

MANIA

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

OBLIGATION

10 _____ O
9 _____ O
8 _____ O
7 _____ O
6 _____ O
5 _____ O
4 _____ O
3 _____ O
2 _____ O
1 _____ O

SIZE: _____
SPEED: _____
DEFENSE: _____
ARMOR: _____
INITIATIVE MOD: _____

Attributes: 5/4/3 ● Skills 11/7/4 (+3 Specialties) ● **Foundation:** Note Grant + Favored Axiom ● **Catalyst:** Note Favored Axiom ● **Axioms** 3 dots in favored Axioms ● **Merits** 7 ● (Buying the fifth dot in Attributes, Skills, or Merits costs two points) ● **Health** = Stamina + Size ● **Willpower** = Resolve + Composure ● **Size** = 5 for adult human-sized ● **Defense** = Lower of Dexterity and Wits ● **Initiative Mod** = Dexterity + Composure ● **Speed** = Strength + Dexterity + 5 ● **Starting Obligation** = 7 ● **Inspiration** starts at 1 dot ● **Mania** starts at maximum (based on Inspiration) – bound # of ranks of Wonders ● **Max Mania/turn** based on Inspiration ● **Jabir** based on Inspiration ● **Social Penalty** based on Obligation